



Custom Firmware Installation Guide

Last Updated: 2016-10-01

This document aims to provide a step-by-step, reasonably easy to follow and complete guide to installing each version of Eternal X and Wilting Y. Everything in this guide should be correct at the time of writing, but it is possible that it will become obsolete in the future. To use this version of the guide, you will need to have a 3DS with a custom firmware installed that is capable of installing and playing CIA files (this is all of them as far as I'm aware).

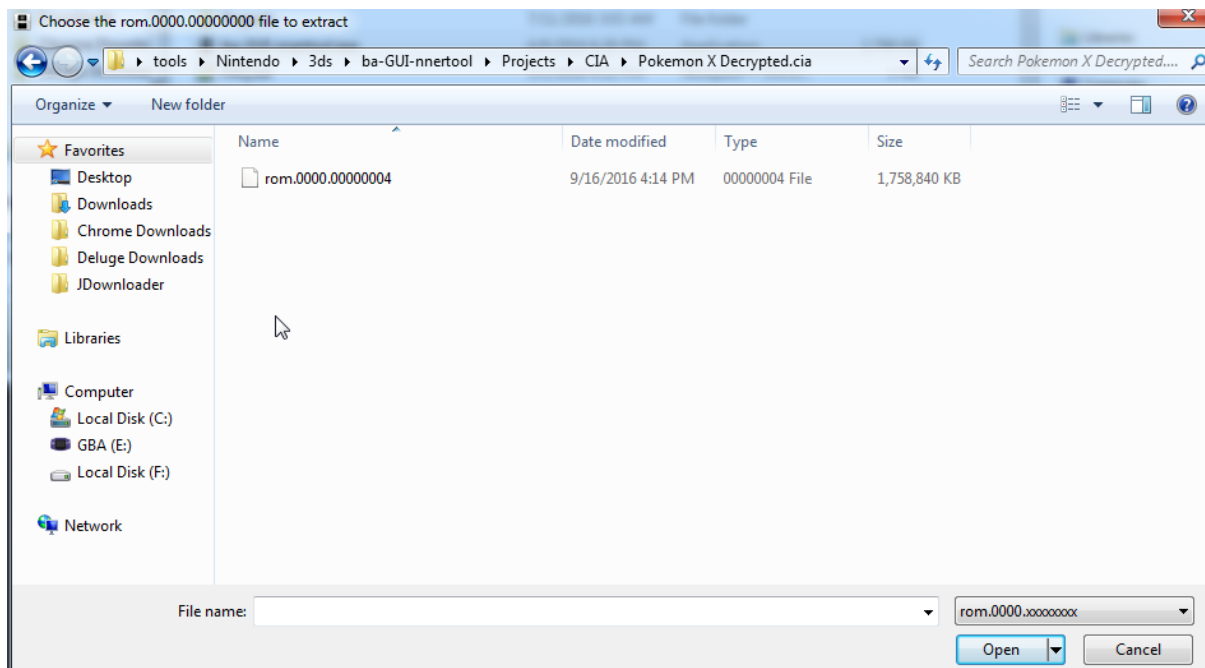
This guide is an alternative method to the one detailed in the "Installation Instructions" document; the main difference is that it doesn't require the use of an old, hard to find version of Asia81's toolkit.

Part One: Getting a ROM

First, you'll need to get a decrypted ROM of your choosing. Find a CIA of Pokemon X or Y (preferably an eshop dump over a cartridge conversion; you can use [FunKeyCIA](#) to get one easily). Once you have this file, copy it into a folder named "files9" at the root of your 3DS SD card (if this folder doesn't exist, create it). If you don't have decrypt9 installed, get it [here](#), and set it up on your SD card.

Next, insert your SD card into your 3DS and run decrypt9 (how you do this depends on your CFW and how you set it up. As such, this will not be covered in this guide.) Go to Content Decryptor Options > CIA File Options > CIA Decryptor (Deep). This will take quite a while, but once it's done your CIA files will be properly decrypted. You should only have to do this once, because the tools we use don't overwrite the original file.

While you wait, download [ba-GUI-nnertool](#). Once decrypt9 finishes decrypting your CIA, you'll need to copy it from your SD card to ba-GUI-nnertool/Projects/CIA on your PC. These folders should have been created when you downloaded ba-GUI-nnertool. Next, open ba-gui-nner tool, then go to the toolbox section, browse to your CIA, and click "extract." A prompt will pop up asking you to find a rom file; simply go to ba-GUI-nnertool/Projects/CIA, then find the folder with the same name as your CIA. Select the file as shown:

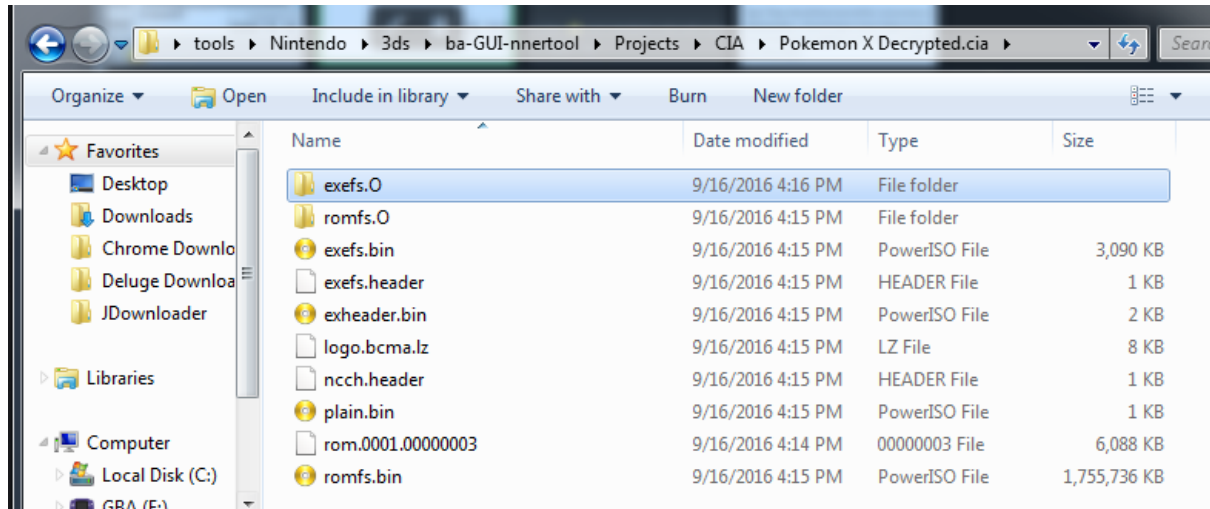


This file contains the ROMFS and EXEFS which you will be editing to install EXWY.

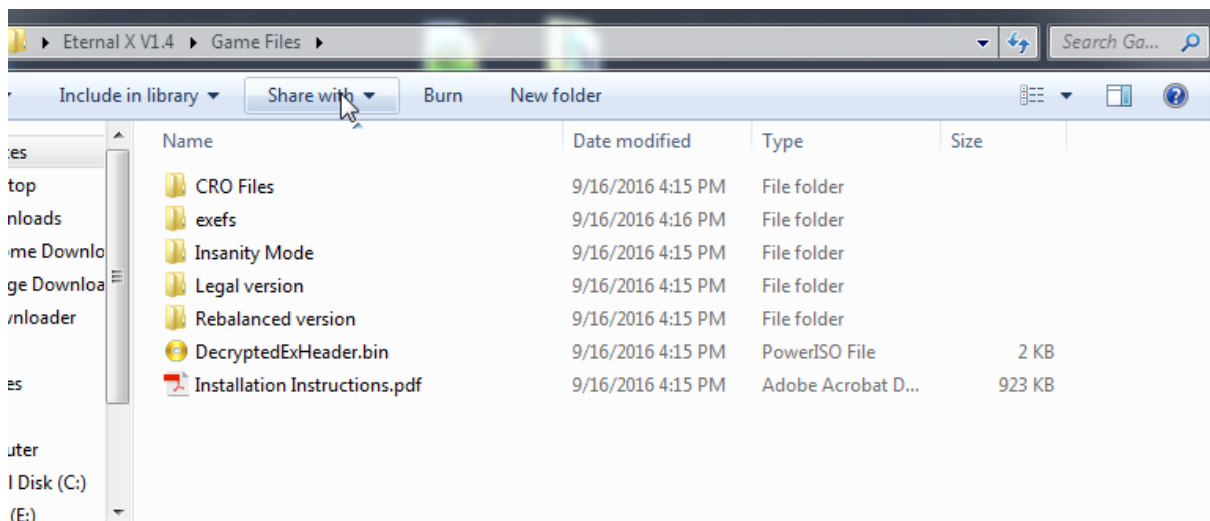
Another box will pop up asking you to open the manual file. Click cancel. After this, Ohana3DS will open with the game banner, and two folders will open with the decrypted content. Close the banner folder, as this isn't needed.

Part Two: EXEFS Changes

Shown below is what you should have after extracting your downloaded CIA:

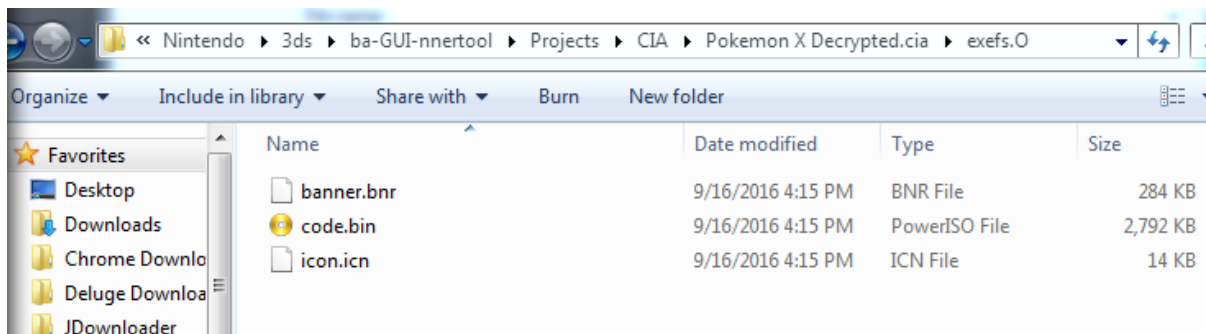


Shown here is what's included in your download of Eternal X or Wilting Y:



The first thing you should do is rename the DecryptedExHeader.bin from the EX/WY download files to exheader.bin. Then, copy it to the folder your extracted ROM is in (this is Projects/CIA/Pokemon X Decrypted.cia in the above example). Overwrite when prompted.

Next, rename the files in the exefs folder of the game download to match those shown below:



That is, “.code.bin” becomes “code.bin”, “banner.bin” becomes “banner.bnr” and “icon.bin” becomes “icon.icn”. Copy the newly renamed files to the exefs.O folder in your extracted ROM. Allow them to overwrite the existing files.

Continue to Part Three to edit the ROMFS and decide which version of the game you want to play.

Part Three: Version Selection

Due to the way 3DS games are structured, it was very easy to create several different versions of EXWY. While maintaining them all has become very painful for me, it means lots of options for you!

The next step is setting up the modified ROMFS folder for your chosen version; you only need to follow the instructions for **one** of the versions listed below. Note that the instructions for X and Y are the same, just make sure you're using the correct download for your ROM. If you want to customise part of your ROM, go to Part Four: Extra Options **before** following these steps. Additionally, if you're using a CFW that supports CRO files (Reinand or Luma), you can copy these to the "romfs.O" folder now. **DON'T** do so if you aren't absolutely sure your CFW supports them.

Legal Version:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts.

Rebalanced Version:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts. (Yes, this is necessary – the Rebalanced Versions are simply slight edits of the Legal Versions, and share many of their files)
- 2) Merge the "a" folder included in the download's "Rebalanced Version" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts. (Order is **VERY** important here, the Rebalanced files must be allowed to overwrite the Legal files for correct installation)

Insanity Mode:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts. (Yes, this is necessary – the Rebalanced Versions are simply slight edits of the Legal Versions, and share many of their files)
- 2) Merge the "a" folder included in the download's "Rebalanced Version" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts. (Order is **VERY** important here, the Rebalanced files must be allowed to overwrite the Legal files for correct installation)
- 3) Merge the "a" folder included in the download's "Insanity Mode" folder with the "a" folder in the "romfs.O" folder. Replace all conflicts.

Part Four: Extra Options

If you want to customise a certain version by mixing and matching features, or just remove a feature you don't like, I'll (try to) explain how to do this now.

The following is a list of files (where the names are *file paths*) which I edited in at least one version of the hacks. To remove the changes made in one of these files from your game, simply remove it from the "Game Files" folder in the EX or WY download before following the steps in Part Three. You can also mix and match parts of the three versions, but this may get a bit messy.

Legal Pokémon

A common request is wanting any Pokémon you catch while playing the game to be transferrable to Poké Bank or useable online. To do this, remove the a/0/1/2 and a/2/1/8 files before installing the hack, and delete any egg moves (or moves exclusive to previous generations) your Pokémon may have learned by levelling up before transferring or using them online (tutor moves are fine, provided they're in ORAS). Bear in mind that doing this will completely ruin the level curve (you'll need to switch the EXP share on and off regularly) and result in some Trainers' Pokémon having the wrong ability. You'll also lose access to many Hidden Abilities, weak Pokémon will no longer level up faster, and several items held by wild Pokémon, such as fossils, will no longer be obtainable.

Nerf Viola

Due to player feedback, there are now two versions of the first gym available. In the first, Viola will have six Pokémon. In the second, she will only have four. If you don't want to be up against a full team in the first gym, simply merge the "a" folder found in the "Viola Nerf Files" folder with the "a" folder in the "romfs.O" folder **after** the standard files have been copied to the ROMFS (in other words, once you've completed Part Three). Note that this is not available for Insanity Mode, as that would defeat the purpose of the mode.

a/0/4/0: Trainer's Pokémon (moves, levels, etc)

a/0/3/8: Trainer data

a/0/1/2: Wild encounters

a/0/7/4: Game text (used for new TM descriptions)

a/2/1/4: Level up move data

a/2/1/2: Move data

a/2/1/8: Pokemon data (stats, typing, etc)

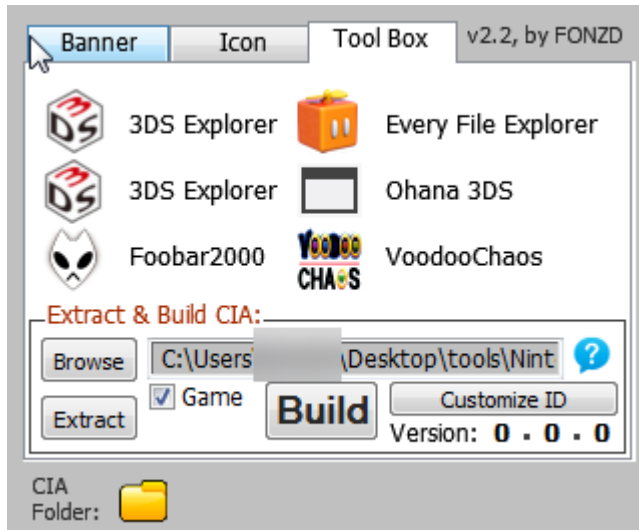
a/2/2/0: Item data

a/2/1/5: Evolution data

a/0/8/2: Story Text (used to change the text of two NPCs who now hand out different TMs)

Part Five: Rebuilding

Once done, go back to ba-GUI-nnertool. Click build, and then wait; this will take some time. Several command line windows will appear, just like with the extraction.



Once complete, the tool will open the folder with your brand new hacked .CIA. Copy it to your SD card, install it and away you go.

Name	Date modified	Type	Size
 NEW_Pokemon X Decrypted.cia	9/16/2016 4:21 PM	CIA File	1,762,161 KB

Alternatively, ignore the entire guide and google "that chaos site" for pre-made roms instead.

There are a few things you should be aware of before playing the game:

- The .CIA you just created is region free.
- If you have an official title update installed, it will be applied to the hack. This means that the mart, text and wild Pokemon changes will be replaced by the vanilla versions. Because of this, you should uninstall any X/Y game updates from System settings before playing.
- Because the hacks do not support title updates, the Lumiose save glitch is still present in the games. This means you shouldn't save in certain places:



- If you accidentally save in this area and it breaks your save, simply install the title update, boot up your game and save somewhere else. Then, uninstall the update and continue playing.

I hope this guide helped you; if you have further questions or want to suggest changes to either this guide or EXWY (criticism is welcome!), please leave a post in [EXWY's Pokecommunity thread](#) or PM me (note that as of Version 1.4, I'm no longer making any changes to the games unless they're bug fixes). If it's a question, please do try Google first!

Thanks for playing!